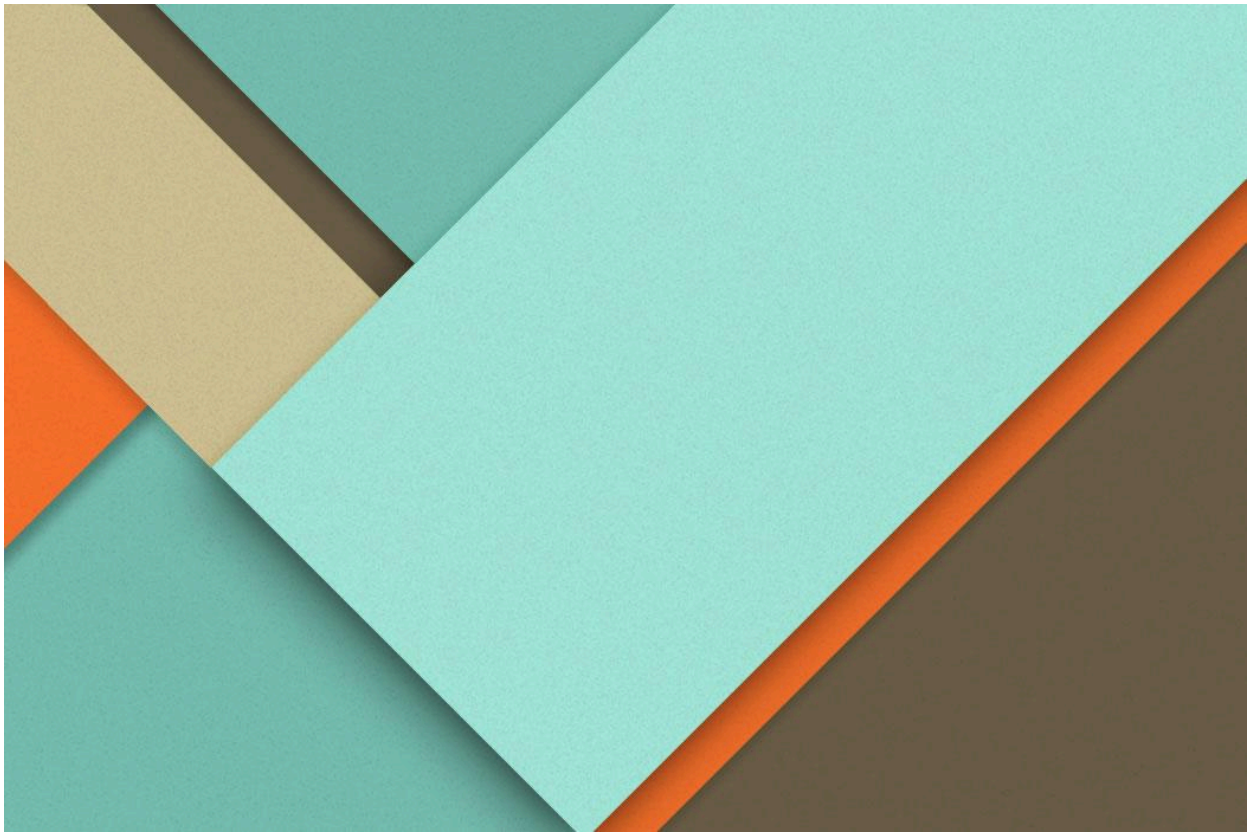


STL Analysis

09.16.24

!!!!!! THIS INCLUDES A LOT OF SPOILERS FOR STL AND USOGUI OVERALL! PLEASE SCROLL DOWN IF YOU HAVE READ STL, BUT DON'T UNDERSTAND IT. !!!!!!

Contact me on Disocord: Muaaz(muaaze on discord)

Overview

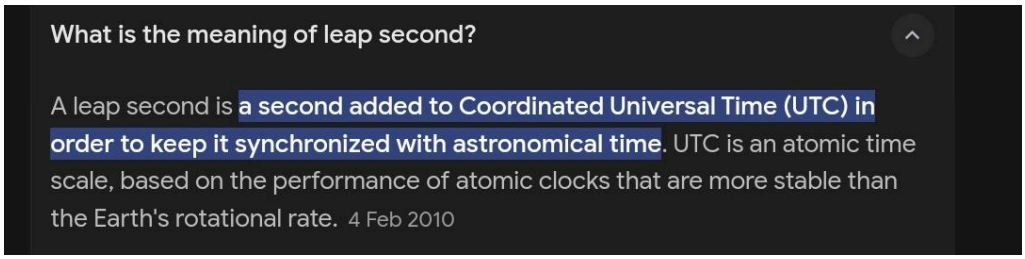
It's important to break down Baku's plan and understand his perspective before diving into the details. Baku's main goal was to defeat Hal using a "leap second" that was going to happen on January 1st at exactly 9:00 a.m. Baku wanted to use that leap second to his advantage. At the start of the game, his first step was to figure out the pace of the game—this is important because he needed to know how fast or slow things were happening. Once he had a good grasp of the pace, his next move was to get into the leap second route.

Now, after entering the leap second route, Baku had to make sure that Hal stayed in a near-death state for at least five minutes. The reason for this is that, in the game, the container or limit for being near death is five minutes. Once someone has been in that state for five minutes, it's almost guaranteed they will die because surviving after that point is nearly impossible. So, to make sure his plan worked, Baku's goal was for Hal to reach that five-minute mark during the leap second. If Hal didn't reach or exceed that limit, the whole strategy would fail, and there'd be no point in using the leap second at all. This is why Baku was so focused on ensuring that Hal would be near death for at least five minutes.

What is Leap Second?

Now, let's talk about the leap second route. If you're not familiar with what that means, it's pretty simple. The leap second route is the specific time Baku could take his turn as the dropper, which was at 8:59 a.m. If he could play at exactly that time, he was in the leap second route. But if he missed it, he wasn't in the route anymore.

To figure out if he was in the leap second route, Baku had to calculate whether his turns would land him there. Each half of a round in the game takes two minutes. If we assume Baku played a turn at 8:17 a.m., he would have to check if 8:59 a.m. was part of his turns. Baku's turns happen every four minutes, so if you calculate forward from 8:17 a.m., you see he wouldn't make it to 8:59 a.m. However, if you start calculating from 8:35 a.m., he would be able to take his turn right at 8:59 a.m., meaning he was in the leap second route. This timing is critical to Baku's strategy because everything depended on him making his move in that exact second.



Hals PoV of Leap Second:

Now let's look at Hal's perspective. Right from the start, Hal knew about the leap second. In chapter 473, Baku gives Hal a stopwatch, and when Hal starts it, he sees it ticking from 59 milliseconds to 60 milliseconds. This tiny detail was a clue to Hal about the leap second, and during this time, he noticed Baku's hand trembling slightly. That tremor was unusual, and Hal became suspicious. From this, Hal started to figure out that the leap second was central to Baku's plan.

To test his theory, Hal gave the stopwatch back to Baku, and if you look closely at the top corner of the panel, Hal stopped the watch at exactly 9 seconds, another hint about the leap second at 9:00 a.m. Hal used this as a trap to see how Baku would react, and when Baku broke the stopwatch, it confirmed Hal's suspicions. From this, Hal figured out Baku's whole scheme.

However, Hal did something interesting after figuring out the leap second. He erased the memory of it from his mind, using what's called his "perfect mode." Even though Hal consciously erased the memory, his subconscious still remembered it. This was a risky

move, but it was part of Hal's plan to try and deal with the leap second without relying on his conscious memory of it. Even though Hal forgot about the leap second, his instincts and subconscious were still working, so he could react even without directly remembering the details.

Hal's plan from here was to avoid the leap second, but he knew there was a chance he could forget about it entirely because he erased his memory. That was the main risk he took in his strategy, but he still believed he could rely on his subconscious to remember and react in time.

Rules:

- The two people alternate between being the Dropper ("D") and the Checker ("C").
- "D" must drop the handkerchief within 1 minute, but it's fine to drop it instantly.
- "C" must check if the handkerchief has been dropped within 1 minute, with the last second possible being right as it hits 1 minute.
- If "D" has not dropped the handkerchief within 1 minute, "D" loses.
- The least possible allotted time of Near Death Drug is 1 second.
- A failed check (meaning the handkerchief was not yet dropped) instantly adds 1 minute of Near Death Drug, which is then injected together with the other allotted time.
- For example, if you have 11 seconds of Near Death Drug allotted already and fail the check, you'll then be injected with 71 seconds (1 minute 11 seconds) of Near Death Drug.

- If 5 minutes of Near Death Drug is allotted, it's instantly injected.

- Once the allotted time of the Near Death Drug is complete, CPR is applied for 10 seconds along with a shot of adrenaline by the referee. These are the only methods that will be allowed to attempt to revive a person.

- After being revived, a short rest of about 2 minutes is applied before the next round of the game.

The Analysis:

In order to avoid Baku's trap and still have a chance to win, Hal's only possible strategy is, ironically, to fall into Baku's trap but still manage to survive after the leap second has passed. At first glance, this might seem counterintuitive or illogical, but if we examine it closely, it makes perfect sense. The core of Hal's strategy lies in his understanding that Baku's plan doesn't extend beyond the leap second. Once that moment has passed, Baku will be vulnerable, as he hasn't accounted for what happens next. Hal can exploit this gap, but first, he must survive the trap that Baku has laid.

However, to do this, Hal needs to keep his total time of death (TTD) under five minutes. As we discussed earlier, if anyone in the game reaches or exceeds five minutes of TTD, survival is nearly impossible. Additionally, Hal is aware of the irregular memory loss he's suffering from, which could strike at any time and leave him exposed. This factor makes it even harder for him to outmaneuver Baku, as forgetting key details at the wrong time could seal his fate.

The only way for Hal to counter Baku's leap second trap is to, in fact, walk into it knowingly. This is where Hal's foresight comes into play: he understands that, due to his memory loss, he is likely to forget about the leap second and fall into the trap automatically. But what makes Hal's strategy brilliant is his decision to prepare for this in advance. Instead of trying to avoid the trap, he embraces the inevitability of falling into it. He decides that his best course of action is to survive, even after dying during the leap second. To do this, he must keep his TTD below the critical five-minute mark. As long as Hal doesn't exceed or even

reach five minutes of near-death time, there's a chance he can recover and win the game, even after falling for Baku's ploy.

Hal is smart enough to know that this is only a possible scenario, not a guaranteed outcome. There's a chance that he might not lose his memory during the leap second at all, but he prepares for the worst-case scenario just in case. His ability to think ahead and prepare for every eventuality, even the most unlikely ones, is a testament to his cunning. This approach ensures that, whether he loses his memory or not, his preparations won't be wasted. Hal is always thinking a few steps ahead, anticipating different outcomes and adjusting his strategy accordingly.

Now, Baku could theoretically counter this if he notices Hal's TTD. If Baku realizes that Hal's TTD isn't long enough for the leap second to be lethal, he might abandon the leap second plan entirely. In fact, Baku is pragmatic enough that he wouldn't hesitate to switch tactics if he sees that the leap second is no longer a viable way to defeat Hal. This introduces a new layer of risk to Hal's plan. Not only does he have to survive the leap second, but he also has to prevent Baku from realizing that the leap second won't work. If Baku figures it out, he'll abandon the plan, and Hal will lose his advantage.

To avoid this, Hal's plan becomes even riskier. He has to create a brief yet subtle deviation in his actions that Baku won't notice. Hal must appear as though he's completely unaware of the leap second, making Baku believe that the leap second is still a crucial part of the game. By doing this, Hal can ensure that Baku continues relying on the leap second, giving Hal the opportunity to create that short deviation and survive. This delicate balance—acting unaware while subtly manipulating the situation—is what makes Hal's strategy so risky yet so ingenious.

With both players' motives now clear, we can examine the actual gameplay without any further delay. As Baku, Hal, and the referee, Yakou, enter the Obelisk, yakou notices Kaji and Marco nearby and asks them to leave. This is all part of Baku's plan. Baku manipulates Yakou into believing that Kaji might have tampered with the clock, which leads yakou to choose the speaking clock. Baku has orchestrated this perfectly, knowing that the speaking clock is superior to anything else and will ultimately decide the outcome of the game. Baku's manipulation of the clock is critical to his leap second strategy, as the phone line connected to the clock uses the leap second version of time. This means that, when the leap second occurs, the clock will chime twice, signaling the leap second's passage. This sound will trigger Hal to turn around just one second before Baku drops the handkerchief.

The Real Game:

Now, let's delve into the actual game itself. Baku and Hal decide to play a game of rock-paper-scissors to determine who will take the Dropper role, also known as the "D" role. The Dropper role has a significant advantage, so both players are keen to win. In the first round, Hal wins the rock-paper-scissors game and gets to play as the Dropper, while Baku takes the Checker role, also known as "C." The game officially starts at 8:12 a.m., and both players immediately begin trying to read each other's thoughts and intentions.

At this point, Hal is focused on understanding Baku's psychology. He believes that Baku, being a gambler by nature, will take risks, including risking his own life. Hal thinks that Baku is the type of person who would turn around in the middle of the game just to experience the thrill of near-death. Based on this assumption, Hal decides not to drop the handkerchief during this phase of the game. Meanwhile, Baku is trying to read Hal's intentions as well. He knows that Hal is incredibly sharp and would anticipate a bold move from him, but Baku also sees through Hal's assumption.

This intricate mind game is where the real battle takes place. Both players are trying to outthink each other, anticipating their opponent's next move while simultaneously hiding their true intentions. It's a high-stakes psychological duel, where one misstep could lead to disaster.

Baku's decision to intentionally die during this round is a calculated risk, designed to help him fully grasp the pace and rhythm of the game. He realizes that by experiencing a failed check, he can gather crucial information about how much time passes between different game intervals. A failed check has different timing than a successful one, and Baku understands that if he is going to fully map out the leap second route and predict Hal's moves, he needs to know these intervals precisely. Baku opts to die here because it's the safest form of near-death, a choice that makes sense in the context of the game since it doesn't risk his long-term survival, while still giving him the information he needs. This also positions him advantageously, setting the game's timeline forward by five minutes, which is important as 8:59 a.m. is still far off from the current round.

Baku's next move is brilliant in its precision: he checks right before Hal is even able to drop the handkerchief. This means that Baku didn't just react quickly, he actually predicted when Hal would make his move and timed his check to counter it, making sure that he would fail the check at the perfect moment. However, Hal also plays incredibly smart here. Instead of immediately dropping the handkerchief, Hal slowly places it down as a way to throw off Baku's heightened senses. Hal knows that Baku's god-like intuition and sensory perception could detect the exact moment he drops the handkerchief. By placing it down slowly, Hal creates a deceptive tactic designed to counter Baku's instincts. Hal waits for Baku to check before fully committing to dropping the handkerchief, showing that he's not just reacting but strategically anticipating Baku's incredible abilities.

When Baku fails his check, he's injected with the penalty drug, which will keep him in a near-death state for one minute. Meanwhile, Hal takes advantage of Baku's vulnerability by trying to break Baku's willpower through mental warfare. Hal makes a brilliant move by threatening Baku with tough words, trying to plant the idea in Baku's mind that he's already preparing to use the near-death drug again. This psychological pressure is Hal's way of making Baku afraid of what's coming, potentially destabilizing his mental state. However, Baku recovers from near-death at exactly 8:14 a.m., 40 seconds into the minute. The next round will begin at 8:17 a.m., and Baku quickly calculates that the interval between a failed check and the next round is about five minutes—three minutes for the injection and revival process, and two minutes for the interval before the next round starts.

Before Baku took the death drug, he removed his coat, setting up his next strategy for the following round. Now it's 8:17 a.m., and Baku's turn to play as the Dropper begins. As the Dropper, Baku immediately begins setting up a mind game designed to confuse Hal. He steps in front of Hal, revealing only part of his necktie and his left hand, which is carefully angled to make it appear as though he might be holding the handkerchief. By removing his coat earlier, Baku creates ambiguity, leaving Hal to question whether Baku is holding the handkerchief or the necktie. This subtle trick is designed to mess with Hal's perception and force him to waste time trying to figure out what's happening. In the meantime, Baku has already started accumulating Hal's near-death drug, positioning himself to make the leap second more lethal when the time comes.

Hal, meanwhile, starts piecing together the clues that Baku has given him, slowly realizing that Baku hasn't shown his front because he's trying to create a mental trap. Hal begins to suspect that Baku isn't holding the handkerchief at all but is instead using the necktie as a decoy. However, just as Hal figures this out, Baku reveals a new piece of information: he is, in fact, holding the necktie, forcing Hal to reconsider his next move. Hal holds back, waiting

for one more crucial piece of information before making his final decision. He knows that Baku is playing a high-level mind game, and any rash move could cost him the game.

Then, at the exact 26th second, Hal turns around. Up until this point, Hal had been preparing to check at precisely two seconds, but Baku's timing was impeccable. Baku had dropped the handkerchief and stepped in front of Hal at the perfect moment, preventing Hal from achieving an immediate check. The brilliance of this maneuver cannot be understated—Baku's ability to step in front of Hal just as he was about to turn shows a level of prediction and anticipation that borders on supernatural.

But Hal isn't far behind in this mind game. He uses abductive reasoning to create a theory based on Baku's previous actions. Hal recalls that in the first round, Baku turned around at the exact moment he was about to drop the handkerchief. If Baku's senses are truly as heightened as they seem, then Baku would only step in front of Hal if he had already dropped the handkerchief. Using this deductive logic, Hal concludes that Baku must have dropped the handkerchief during this round as well. This level of reasoning is a testament to Hal's intelligence—he's able to figure out Baku's strategy in real-time, building a theory that not only explains Baku's actions but also gives Hal the advantage moving forward.

Hal's theory is confirmed when he realizes that Baku stepped in front of him to prevent a perfect check. This revelation allows Hal to see through Baku's motives and understand that Baku had dropped the handkerchief while simultaneously trying to confuse him. Through this process of reasoning, Hal accumulates 24 seconds of near-death drug, which, while not yet enough to trigger the leap second's lethal effects, puts him one step closer to the endgame.

Meanwhile, Baku's situation grows more intense as the stakes rise in the second half of this complex game. With 60 seconds of total time of death (TTD) accumulated, Baku has already survived close calls, but the battle of wits between him and Hal is far from over. To fully understand Baku's predicament, we must first analyze Hal's earlier decision to check at the 2-second mark, a move that seems peculiar given his otherwise cautious and strategic nature. Why would Hal make such an uncharacteristically risky bet? The answer lies in his deep understanding of the situation and his opponent.

Hal made the bold decision to check early because he knows something crucial: Baku cannot afford to let him die at this stage of the game. If Hal dies now, it could collapse the potential leap second route, a situation that Baku is keen to avoid. Baku's entire strategy

revolves around managing Hal's near-death accumulation while keeping himself alive long enough to manipulate the leap second to his advantage. Hal, being aware of this, consciously decides to check at a point where he knows Baku will hesitate to drop the handkerchief too early. Baku, for his part, understands that any irregularity at this point could disrupt the game's timing, so he holds back. But even with these insights, Baku's near-supernatural perception allows him to avoid Hal's perfect check. As a result, Hal ends up accumulating 24 seconds of near-death drug, an effective but still incomplete accumulation.

Now, with the second half of the second round about to begin at 8:19 a.m., the game's dynamics shift again. Baku plays as C, while Hal takes on the role of D. At this moment, both players understand the critical importance of the leap second route. If Baku intends to enter this route, he must intentionally fail his check in this round. A failed check would advance the game by five minutes, positioning Baku's next turn as the Dropper at 8:24 a.m., placing him in a prime position to manipulate the leap second. However, if Baku fails here, it could also ruin the possibility of using the leap second effectively in later rounds. Therefore, Baku faces a difficult choice: succeed in this check and maintain control over the game's pace, or fail the check and risk jeopardizing his strategic path.

Hal, knowing the significance of the leap second, tries once again to rattle Baku's mental state. Hal is fully aware that his own worst-case scenario is his impending memory loss, which will make it increasingly difficult for him to keep track of his moves and the game's intricacies. But even in this vulnerable state, Hal has another way to win: break Baku's concentration and force him into making a fatal mistake. To this end, Hal begins subtly testing his echolocation abilities, producing high-frequency sounds near the dropped handkerchief in an attempt to detect it without using sight. However, the sound of the speaking clock proves too loud, interfering with Hal's echolocation.

Recognizing the need for a quieter environment, Hal uses a clever manipulation tactic to alter the game conditions. Whispering something to Baku, Hal draws the referees' attention, causing them to lower the volume of the speaking clock in an effort to catch what Hal and Baku are saying. This gives Hal the quieter atmosphere he needs to employ echolocation more effectively. In this way, Hal demonstrates his ability to manipulate not just his opponent, but also the very environment of the game, using people who aren't even directly involved in the match as tools in his strategy.

Now, back to Baku. Knowing that he cannot afford to die in this round, Baku opts for a safer strategy. His near-death container is emptied, meaning that he is not currently in a

position to risk further accumulation. Baku believes that Hal won't drop the handkerchief for a while, making it safe for him to adopt a more cautious approach. But this is precisely what Hal has anticipated. Hal's original plan was to eliminate Baku before the leap second ever becomes relevant. However, Baku, recognizing Hal's intent, counters by checking at the 60th second of the round. Hal, realizing that Baku is unlikely to turn around in the early part of the round, drops the handkerchief at the 35th second, a strategic choice based on the idea that the longer the round progresses, the less likely Baku is to check. By waiting until after 30 seconds, Hal tests whether Baku will take the bait and turn around to check. But Baku, staying true to his cautious strategy, does not check, forcing Hal to reconsider his plan of attack.

At this point, Hal begins to suspect that it may not be possible to defeat Baku simply by waiting for him to make a mistake. Baku's consistent ability to avoid Hal's traps and survive near-death scenarios means that Hal will need to adjust his tactics moving forward. The round concludes with Baku remaining seated, as he attempts to test whether the timing of successful checks can be altered. However, he quickly realizes that the interval between rounds is fixed at two minutes for safe checks, meaning that any attempt to change the pace of the game by remaining seated will not work.

The second half of the second round begins at 8:21 a.m., and Hal has now failed his check, leading to his first near-death revival. This marks a turning point, as Hal begins to experience the first signs of memory loss, a condition that has been looming over him since the start of the game and childhood. When Hal regains consciousness, he is confused about how he lost to Baku, and Yaku, the referee, explains that Hal failed his check at the fifth second. This detail catches Hal off guard, as he doesn't remember why he chose to check at such an early point in the round. However, as his memory slowly returns, Hal recalls that he had challenged Baku directly but ultimately lost.

Yet, this sequence of events raises a critical question: why would Hal check at exactly 5 seconds? Challenging Baku head-on is not consistent with Hal's usual careful approach. If Hal had intended to challenge Baku, he could have done so at any point before the 5-second mark, so why choose such a specific moment? The answer lies in a hidden strategy. It seems that Hal's decision to check at 5 seconds was not a reckless gamble, but rather a deliberate move to fail his check intentionally.

Hal's primary goal in failing this check was to open the leap second route for Baku. As the game progresses, it becomes clear that it is nearly impossible for Baku to make Hal die and trigger the leap second. For Baku to enter the leap second route, he must die himself, and

that’s exactly what Hal sets up by failing his check in the second round. By dying, Hal advances the game by five minutes, pushing the next round to start at 8:26 a.m. At this point, it will be Baku’s turn to play as C. If Baku dies at 8:26 a.m., he will have a clear path to enter the leap second route.

As you can see that's exactly why Baku was amazed by Hal's check at 5 Seconds as yakou, saw baku's Expressions to be amazed by Hal's check

it was due to the fact that Baku did not even need to do anything and Hal casually gave him the opportunity to enter the leap second route and that is also why Baku was suspicious that Hal saw through leap second, anyone would think like that. Now you might be thinking that if Hal said that he checked to challenge Baku that must be true but no that's not right, considering Hal's subconscious control over his actions, rooted in his knowledge of the leap second route. Though Hal himself doesn’t remember why he checked at that precise moment, it was his subconscious mind guiding him, a concept referred to as the "cognitive load" effect. In this scenario, Hal fabricates a simple reason for his actions, believing he was challenging Baku, yet this doesn’t logically hold up. Hal had no clear advantage in checking at 5 seconds, and it contradicts his usual strategic precision. He would have gained nothing from such an early check, especially with four opportunities to employ safer strategies still available to him.

The reality is that Hal’s subconscious aim was to fail his check intentionally, thereby creating the opening for Baku to enter the leap second route. Hal’s plan of subtly deviating from the standard strategy was more consistent with his ultimate goal: pushing the game toward the leap second, where survival strategies would take on new importance. Thus, Hal’s early check was part of a larger tactic to manipulate Baku into the leap second, setting the stage for later rounds. Baku, while prepared to make Hal die in the second round and then die himself to gain access to the leap second route, was nevertheless astonished by Hal’s unexpected timing.

The third round's first half begins at 8:26 a.m., and Baku now finds himself in the perfect position to enter the leap second route by dying in this round. However, Baku remains suspicious of Hal’s peculiar behavior in the second round, and this uncertainty causes him to reconsider his usual tactics. Knowing he has no safe strategies left, Baku faces a dilemma: if he opts for the safe strategy now, he risks accumulating too much time and missing his chance to enter the leap second route. Dying for more than 1 minute and 25 seconds could create a fatal gap in his near-death cycles, making it harder for him to survive multiple rounds.

Despite these risks, Baku takes a calculated gamble, choosing to observe Hal's actions closely to determine whether Hal is truly aware of the leap second route. While Baku intuitively believes that Hal hasn't fully grasped the leap second, he needs to be certain. Thus, Baku devises a "three near-death strategy," which hinges on precise time management. If Baku accumulates exactly 25 seconds in his near-death container, his total time of death (TTD) would amount to 2 minutes and 25 seconds after his next near-death experience. This would keep Baku within a survivable range, allowing him to die once more for up to 3 minutes and still stay within a safer 4-minute TTD threshold. Given this logic, the fourth round would be the optimal time for Baku to die, as dying in the third round would be more dangerous due to the proximity of his previous near-deaths.

Baku ultimately decides to use the safe strategy in the third round, suspecting that Hal may still not fully understand the leap second. When Hal drops the handkerchief at the 56th second, Baku successfully accumulates only 4 additional seconds of near-death time. This cautious approach works in Baku's favor for now, but it's clear that Baku is still feeling out Hal's true level of awareness.

On the other hand, Hal's perspective reveals that he consciously wanted to drop the handkerchief earlier but couldn't bring himself to do so. As he mentally yells at himself to drop it, the fact that he physically cannot demonstrates how deeply his subconscious is influencing his decisions. Hal's subconscious mind, which seems aware of the leap second, prevents him from dropping the handkerchief too early, as this would inadvertently assist Baku in entering the leap second route. This internal conflict is a testament to the complexity of Hal's mental state—while he remains unaware of the leap second consciously, his subconscious drives him to take actions that are aligned with the hidden mechanics of the game.

Thus, Hal's hesitation to drop the handkerchief earlier reflects the subconscious knowledge that letting Baku die and enter the leap second route would be detrimental to his own survival. Hal's instincts compel him to act in ways that prevent Baku from advancing too quickly toward the leap second, even though, from a conscious perspective, he believes that his best option is to drop the handkerchief earlier and force Baku into making a decision. However, Baku's unpredictability catches Hal off guard. Instead of checking early as Hal subconsciously expected, Baku opts for the safe strategy—defying the logic that Hal's subconscious had relied upon. This choice throws Hal's plans into disarray, prompting him to adjust his approach once more.

Now, onto the third round's second half, starting at 8:28 a.m., it's Baku's turn to play D. Since Baku didn't die earlier, he's not yet in the leap second route. In this round, Baku drops the handkerchief at the 24th second. Hal, on the other hand, takes the safe strategy, collecting 36 seconds of the near-death drug. Hal clearly can't afford to die in this round, so he plays it safe. Baku, who doesn't want Hal to figure out the leap second strategy, drops the handkerchief at 24 seconds to make it seem like he was hoping Hal would turn around and fail the check. This was a clever move by Baku. He wanted Hal to think he wasn't trying to enter the leap second route. If Baku had let Hal die, it would've messed up the leap second strategy.

Now, the fourth round's first half starts at 8:30 a.m., and it's Baku's turn to play C. Baku's goal is to fail his check so that he can enter the leap second route. If Baku dies here, the next half of the round will begin at 8:35 a.m., and Baku will finally be on the leap second route. But Baku doesn't want Hal to suspect that he's trying to fail the check on purpose, so he checks at 10 seconds instead of doing it right away. However, Hal outsmarts him by dropping the handkerchief at 7 seconds, preventing Baku from failing his check.

At this point, you might wonder why Hal would stop Baku from entering the leap second route when he seems to want it to happen. The reason is that Hal wants to make sure Baku doesn't suspect that he's figured out the leap second. Hal knows that Baku can still fail a check later to enter the route, so there's no rush. This early drop is part of a bigger bluff Hal is preparing for later rounds.

With this successful check, Baku only gains 3 seconds of near-death drug. By the end of the round, every referee starts to doubt Hal's dropping without realizing his motives as if Baku clearly saw through Hal but, instead Baku wasn't able to enter the leap second route due to this. But with this drop of Hal, Baku uses this moment as an opportunity to use the three near death strategy as a decoy and get hal figure it out so that, hal doesn't figure out leap second

Meanwhile, Hal does something impressive, he starts to read the thoughts of the referees. For example, Referee Madara comments on how Hal's drop seemed like a mistake, and Hal responds in a way that shows he knew exactly what Madara was thinking. Hal also picks up on Referee Fukaru's thoughts, who thinks that if Hal keeps playing this way, Baku could win. Hal's ability to "read minds" isn't conscious, but it shows just how deeply his subconscious

is working to figure out Baku's strategy. He senses that there's something important behind Baku checking early, but Hal doesn't fully understand it yet.

Now, the second half of the fourth round begins at 8:32 a.m., and it's Baku's turn to play D. Since Baku is not in the leap second route yet, he knows he still has a chance to enter it. Baku instantly drops the handkerchief to accumulate Hal's near-death drug and push him closer to dying during the leap second. At this point, Hal's TTD (total time of death) is only 1 minute and 24 seconds. For Hal to survive, his TTD needs to be at least 5 minutes, which Baku is aiming to achieve.

Hal checks at the 34th second, a risky move considering that if he fails, it could result in his death. However, Hal knows that Baku cannot afford to let him die because that would ruin the leap second route. By checking at the 34th second, Hal is attempting to create a small deviation to increase his chances of survival after the leap second. A larger deviation would signal to Baku that Hal has figured out the leap second, which could cause Baku to change his plans. Hal accumulates more near-death drug, ensuring that he can survive the upcoming rounds, while Baku, understanding that Hal won't risk his life in this round, drops the handkerchief immediately.

The fifth round's first half starts at 8:34 a.m., and Baku is convinced that Hal hasn't figured out the leap second route due to his actions in the previous round. Since Hal consciously believes what he said earlier, Baku is deceived into thinking that Hal doesn't know his plan. It's Baku's turn to play C, and he instantly checks. His main reason for this is to enter the leap second route. The second reason is to make it seem like he is failing his check intentionally to let Hal think he's using the "three near-death strategy" instead of the leap second plan.

Baku believes this is the perfect time for him to die, as it wouldn't eliminate all his options, and he would still have a chance to stand his ground. His death here would allow him to enter the leap second route, but without alerting Hal to his true intentions. However, Hal blocks Baku's attempt to die once again. Even though Hal wants Baku to eventually enter the leap second route, he has another reason for preventing Baku's death at this point.

Hal, consciously unaware of the leap second strategy, explains Baku's supposed "three near-death strategy." Since Hal has forgotten about the conditions for triggering the leap second, he believes that Baku is aiming for the three near-death plan instead. On the other

hand, Baku is convinced that Hal hasn't seen through his leap second plan and believes that Hal is focused on exposing the fake three near-death strategy.

Hal explains that Baku can die three times and still survive because, even after his death in this round, Baku would have 2 minutes and 28 seconds of near-death drug remaining, which is under the threshold for guaranteed death. By preventing Baku's death, Hal is reinforcing his bluff. Although Hal blocks Baku's death, Baku still manages to perform a perfect check, accumulating only a small amount of near-death drug.

At this point, Hal starts bluffing about Yakou's condition. He claims that Yaku's CPR is weakening and that Yaku will be the first to die if his condition worsens. Hal suggests that it would be safer for Yaku to die now, rather than later, when his condition would be more critical. This bluff is designed to mislead Baku about Hal's true motives, making him believe that Hal's actions are based on concern for Yaku rather than trying to disrupt the leap second route.

Hal's bluff is intended to make Baku completely fall for it, leaving him with no choice but to believe that Hal's focus is on Yakou's survival. At the same time, Hal taunts Yaku, using this moment to motivate him. Hal knows that Yaku is dedicated to surviving, and this taunt successfully gives Yaku an adrenaline rush, temporarily boosting his strength. Hal's real goal here is to keep Baku distracted and ensure that the leap second route remains hidden for as long as possible.

Now, The second half of the fifth round begins at exactly 8:36 a.m., with Baku's turn to play D. Baku still hasn't entered the leap second route, but now he completely believes Hal's bluff. Hal's manipulation to get Baku to drop the handkerchief early is successful, and Baku drops it instantly. However, Hal doesn't check early. There are several reasons for this, but first, let's see why Baku fell for the bluff so easily.

1. Baku is convinced that Hal doesn't know about the leap second. Secondly, Hal's bluff grew so strong after Hal prevented Baku's death in the previous rounds that Baku had no choice but to believe it.

2. Baku knows he can't afford to let Hal die. If Hal dies, Baku wouldn't be able to enter the leap second route, and his chances of failing his check and surviving would diminish. Hal's TTD is also quite low, meaning Baku can't defeat him without using

the leap second at this point. Even if Baku hadn't believed the bluff, he couldn't take the risk of letting Hal die. Ultimately, Baku falls for Hal's bluff.

Now, as for why Hal didn't check early: the main reason was to create a small deviation, precisely about two seconds. At this point, Hal is making Baku believe that he hasn't figured out the leap second while gradually strengthening his bluff. In this round, Hal has succeeded in making Baku drop the handkerchief earlier, and Baku is focusing entirely on accumulating Hal's near-death drug.

By now, Hal can easily predict his TTD until 8:59 a.m., the moment Baku is likely to use the leap second. Hal understands that Baku will keep dropping the handkerchief instantly, because Baku is now convinced that he can control Hal's death. However, Hal knows he will let Baku die in the next round, but Baku still needs to accumulate more of Hal's near-death drug in order to effectively use the leap second.

Since Hal is aware of all this, he can precisely control his TTD and choose when to check. Hal is now able to accurately create the exact amount of deviation he wants. As expected, Baku drops the handkerchief instantly, and Hal checks at 15 seconds. But why not check earlier if Hal knows that Baku has fallen for his bluff? The reason is simple: checking early would make it clear to Baku that Hal knows Baku would drop early, and that would ruin the bluff. If Baku realizes that Hal knows about the leap second, Baku could easily adapt and stop dropping the handkerchief early, which would completely destroy Hal's plan.

Hal is trying to create a deviation that goes unnoticed by Baku while making Baku believe that he can still accumulate enough of Hal's drug before the leap second happens. At the same time, Hal doesn't want Baku to realize that Hal has control over the situation, which is why Hal checks at 15 seconds, just enough to keep Baku on edge.

Now, the sixth round's first half begins at 8:38 a.m. Baku checks instantly while Hal doesn't drop the handkerchief. Hal has now achieved his second goal: allowing Baku to enter the leap second route. You may recall that earlier, Hal temporarily motivated Yaku by telling him that Hal would die and Yaku must revive him. However, Hal didn't follow through with that plan. Instead, by doing the opposite, Hal weakened Yaku, making him feel even more burdened.

This strategic move increased the chances of Baku dying, which means Hal might not even need to rely on the leap second route. Although Baku barely managed to survive, Hal's strategy has created the possibility of Baku entering the leap second route, while simultaneously weakening Yaku, increasing the odds of Baku failing.

Unfortunately for Hal, Baku successfully enters the leap second route. But Hal isn't too worried; his plan is still in motion. The second half of the sixth round starts at 8:43 a.m., with Baku's turn to play D, and now Baku is officially in the leap second route.

In this round, Hal knows that Baku will not let him die. Baku immediately drops the handkerchief, and Hal, once again in control, can decide when to check in order to create the right amount of deviation. Hal uses echolocation and successfully checks at 8 seconds, shocking Baku. Baku begins to realize how difficult it is to accumulate Hal's drug, but it's not enough for Baku to lose hope in the leap second plan just yet. There are still ways for Baku to increase Hal's TTD without relying entirely on his accumulation strategy.

The first half of the seventh round starts at exactly 8:45 a.m., with Hal's turn to play D. Now, let's examine Baku's brilliant strategy. Baku realizes that, instead of simply focusing on accumulating Hal's near-death drug, he can actually increase Hal's TTD (Time To Death) by making Hal die for over two minutes. Currently, Hal's TTD is just 1 minute and 24 seconds, while his total near-death accumulation is 1 minute and 33 seconds. Baku knows that if he can make Hal die without deactivating the leap second route, Hal's TTD would increase beyond 3 minutes.

At this moment, Hal's overall accumulation, including both his container and body, totals 3 minutes and 57 seconds, just shy of the 5-minute threshold. If Baku can accumulate one more minute, or slightly more, he will be able to use the leap second effectively. This is Baku's plan. However, to achieve this, Baku needs to make Hal die in a way that increases his accumulation. To set up this scenario, Baku decides to accumulate an additional 60 seconds of his own near-death drug.

Why would this force Hal to die? Baku's deep understanding of Hal's personality provides the answer. Baku knows that Hal wouldn't want to win by a huge margin. If Baku plays the safe strategy and deliberately pushes himself to the edge, Hal will likely want to stay competitive by intentionally dying to narrow the gap between their TTDs. Baku believes Hal's desire to "one-up" him will compel Hal to take the risk and die. Thus, in this round, Baku uses the safe strategy to manipulate Hal's thinking without ruining the leap second

route. Meanwhile, Hal drops the handkerchief as soon as the round starts, allowing Baku to accumulate a large 60 seconds of near-death drug.

Now, the second half of the seventh round begins at 8:47 a.m., and it's Baku's turn to play D. Baku is still within the leap second route. At this point, Baku recalls something important. Earlier, in the second round, Soichi manipulated the referees, and now, Baku notices that the sound of the speaking clock has become quieter. He realizes that this is not the first time the volume has dropped. Baku connects this to the fact that Souichi once whispered something to him and remembers seeing Souichi's mother use echolocation in a video recording.

This realization leads Baku to deduce that Hal, too, might have learned echolocation. Understanding Hal's identity and his memory loss, Baku figures that Hal manipulated the referees into lowering the volume of the speaking clock because it was interfering with his echolocation.

Baku now knows that Hal has been using echolocation to his advantage, and Hal also realizes that Baku may have figured this out. Hal, with his abnormal hearing, picks up on Baku's posture and behavior, especially when Baku sits down on the ground. Hal's suspicion grows because of a bloodstain on Baku's clothing, which Hal noticed during his first near-death experience. The bloodstain came from IA killing the rat, which hinted to Hal that Baku had been in the Arizuka building, where Baku might have learned about Souichi's mother's echolocation ability.

Now, understanding that Baku has seen through his echolocation, Hal becomes even more cautious. He also notices that Baku has flattened the handkerchief to prevent Hal from visualizing it through sound waves. Despite this, Hal instantly checks and manages to accumulate just 1 second. Although Hal consciously hesitates, unsure of Baku's true motives, he subconsciously knows about the leap second, which drives his actions.

The first half of the eighth round starts at 8:49 a.m., with Hal's turn to play D. Hal knows that Baku can't fail his check at this stage, so he drops the handkerchief early—but not instantly. He drops it at 5 seconds. If Baku tries to check early, he would fail, as Hal carefully set up a trap. Baku, aware of this, opts for the safe strategy. He knows that Hal can't bait him into failing his check, as that would not be a logical move at this point.

With this safe check, Baku accumulates 55 seconds, bringing the total near-death accumulation in his cylinder to 1 minute and 55 seconds. At this point, Baku is completely cornered, and he knows that Hal will likely attempt to capitalize on the situation. Baku's predicament will likely manipulate Hal into failing his check in the next rounds, as Hal will want to take advantage while staying competitive with Baku's TTD. This dynamic sets the stage for the next crucial moves in the game.

Now, The second half of the eighth round starts at 8:51 a.m., and now Hal, cornered by Baku's relentless strategy, makes an instant check. Hal appears to be taking a significant risk by instantly checking, but this decision is deeply calculated. At this stage, Hal is subconsciously aware of the leap second, and this move is the most advantageous choice for him. Alternatives like playing the safe strategy or checking later would put Hal at a disadvantage, considering Baku's potential moves.

There are two key reasons why Hal chooses to check instantly in this round.

1. Hal knows that he has already used three safe strategies, and it's logical that Baku would target Hal's accumulation rather than rely purely on leap second tactics. If Baku drops instantly in this round, Hal can anticipate it and achieve another perfect check, securing a crucial advantage.

2. Second, even if Baku doesn't drop the handkerchief, Hal has already accounted for this scenario well in advance. If Hal dies in this round, he would still successfully seize two critical seconds, surviving the leap second due to this careful timing.

As anticipated, Hal dies in this round for a total of 2 minutes and 34 seconds. This death increases Hal's TTD significantly, bringing it closer to 4 minutes, while also putting him in a stronger position moving forward. Meanwhile, Yakou is still capable of performing CPR and reviving Hal. Yaku's emotional state has recovered after the earlier revival of Baku, despite the near-impossible odds. This gives Yaku the necessary motivation and strength to continue performing CPR.

Once Yaku successfully revives Hal, Hal's TTD stands at 3 minutes and 58 seconds. However, as expected by both Hal and Baku, Hal has now lost all of his memories due to the drug's effects. Before taking the near-death drug, Souichi had instructed Yaku to remind Hal of the game's rules if Hal appeared confused after his revival, signaling a total

memory wipe. Importantly, during his near-death state, Hal briefly becomes consciously aware of the leap second. Just before his time runs out, Hal solves the puzzle and understands the leap second mechanic. However, as soon as he is revived, Hal loses this crucial memory once again.

A critical development occurs here: Hal also loses his "perfect mode," the state that granted him mental clarity and precision. This, as anticipated, was the "crisis" Souichi had foreseen would eventually emerge. With the loss of his perfect mode, Hal can no longer rely on his biological clock for echolocation, and Baku now has a clear opportunity to prevent Hal from using this ability again.

Next comes the first half of the ninth round, which starts at 8:57 a.m. The interval between rounds has extended to six minutes this time, due to Hal's extended death duration of 2 minutes and 34 seconds. In this round, it is Hal's turn to play D, but now, having lost his memory, Hal no longer remembers the details of what happened earlier in the game. He has no idea how much near-death drug Baku has accumulated, nor does he know how many times Baku has died. Nevertheless, Hal believes that Baku will likely play it safe and not attempt an early check within the first 60 seconds. Hal, convinced that Baku is taking the safe strategy, drops the handkerchief instantly.

Unbeknownst to Hal, his subconscious mind pushes him to make this instant drop. It's as if he instinctively understands that Baku must die here if he wants to prevent Baku from playing D during the critical 8:59 a.m. leap second round. Hal's mind knows, without his conscious awareness, that Baku's death is the only way to disrupt Baku's plan. With this instant check, Baku accumulates another 60 seconds, exceeding the crucial 5-minute threshold.

Baku's total accumulation is now 5 minutes and 28 seconds, with 2 minutes and 55 seconds of near-death drug in his container and 2 minutes and 33 seconds from his earlier near-death. This sets the stage for the pivotal ninth round's second half, which starts at 8:59 a.m.

Now, the second half of the ninth round begins, and this is the leap second round, where Baku plays D. Baku drops the handkerchief precisely at the 61st second. Meanwhile, Souichi, unaware of the leap second mechanic, turns around at the 60th second, following the sound of the clock's dong. As the dong rings again at the 61st second, Hal fails his check as planned and dies for exactly 1 minute.

This leads directly into the hallucination round: the first half of the tenth round, which takes place at 9:04 a.m. Both Baku and Yaku experience a hallucination where they believe that Hal has survived, despite the leap second round. They begin to perceive a 2-second deviation in the game, which is the critical reason Hal managed to survive. Hal's TTD after the ninth round stood at 4 minutes and 58 seconds, while Baku needed to accumulate at least 5 minutes of near-death drug to kill Soichi successfully. This slight 2-second deviation saved Hal from death.

Upon reviving, Hal explains that he survived by seizing those two seconds during the earlier rounds. He recounts what happened in both the sixth and seventh rounds. Due to Hal's 8-second check in the sixth round and his 1-second check in the seventh round, Hal accumulated only 9 seconds during those rounds. This created a 2-second gap that, when added to his previous accumulations, allowed Hal to survive. Hal points out that if he hadn't limited his accumulations to just 9 seconds during those critical rounds, these 2 extra seconds would never have existed, and he would have died.

According to Hal, he had anticipated Baku's actions all along, from as early as the fifth round. It was because of his precise checks during these rounds that Hal is still alive, having successfully manipulated the flow of time and accumulation to outlast Baku in this decisive game of survival.

Firstly, the people reading this may assume that Hal's statement during Baku's hallucination invalidates everything because it didn't happen in reality. However, the hallucination was real for all three of them, Baku, Yakou, and Hal. This means that Hal's statements and actions during the hallucination reflect reality, specifically his plan to create the 2-second deviation and survive. Hal knew about the leap second from the very beginning, and his actions throughout the game confirm this.

One of the clearest proofs is Hal stopping the stopwatch at exactly the 9th second, indicating 9:00 a.m., the precise moment the leap second was going to occur. This attention to detail proves Hal was fully aware of the leap second's existence and had planned to survive it from the very beginning. The question then arises: why didn't Hal survive the game? The answer is simple, it was not because of the amount of time Hal died for, but due to Yaku's weakened CPR. Evidence of this is clear: Hal survived in the hospital even after taking 4 minutes and 58 seconds of the near-death drug. This shows that Hal's body was capable of surviving even after such a long duration under the drug's influence.

Thus, the only reason Hal didn't survive the game was because of the weak CPR administered by Yakou. Had the CPR been stronger, Hal's body would have been able to handle the effects of the near-death drug. This leads to another critical point: many might think that Hal should have created a greater deviation instead of a mere 2 seconds, as that would have given him a higher chance of survival. However, creating a larger deviation would have signaled to Baku that Hal had seen through the leap second. A higher deviation, combined with a lower accumulation, would have provided Baku with the clues that Hal could predict his actions, which is only possible if Hal was aware of the leap second. Hal's goal was to avoid this revelation at all costs.

That's why Hal stuck with the 2-second deviation. He was 100% certain that 2 seconds would be enough to guarantee his survival. This certainty comes from Hal's complete understanding of his body's capabilities. Hal, in his perfect mode, had the ability to manipulate every part of his body. This manipulation would not be possible without first understanding how his body functioned and what it was capable of. Hal's intimate knowledge of his own body allowed him to confidently execute the 2-second deviation strategy without considering it a risk. In Hal's perspective, this was a completely safe move, because he knew exactly how far his body could be pushed under the effects of the near-death drug.

Despite the fact that Hal didn't survive during the game, his strategy was still successful because he did survive after the game. The plan to seize the 2-second deviation worked perfectly. If there are any doubts remaining, I encourage you to ask any questions, and I will explain everything personally. There are some aspects of this video that might naturally leave room for doubt, and I acknowledge that it's impossible to cover every angle and possibility in a single explanation without overcomplicating things. However, rest assured that I can clarify any remaining uncertainties you may have.

TDLR: to summarize Baku and Hal's plans: Baku's objective was to kill Hal using the leap second. He needed to accumulate at least 5 minutes of near-death drug to ensure Hal's death. However, Hal managed to seize 2 seconds, preventing Baku from achieving his goal. Although Baku won the game, Hal was able to survive due to his 2-second deviation. From the beginning, Hal had almost no chance of winning against Baku, especially due to his memory loss. Nevertheless, Hal adapted brilliantly to this limitation and crafted an incredibly complex and logical strategy to outwit Baku.

Hal's 2-second strategy considered every possibility and concluded that this was the best decision he could make under the circumstances. If anyone still thinks that Baku is somehow less intelligent because of this, they are mistaken. Baku played to his full potential, and even after this analysis, it is clear that Baku and Hal are on equal footing. Who is smarter is entirely subjective. Baku had no way of knowing that Hal was aware of the leap second, thanks to Hal's supernatural abilities and his state of perfection. Every action Baku took was logical and represented the pinnacle of cunning.

I hope you've understood everything laid out here. Please share this with your friends who also want to grasp the intricacies of the Surpassing the Leader arc, or commonly known as Drop The Handkerchief arc, and the incredibly complex mind games involved.

Peace!

NOTE:

Any questions, or inquiry, or any nuances that i've missed, please contact my Discord ID, muaaze (lowercase 'M') and, most of these stuff i've explained may be wrong, as im new to SCD and its alike.

NOTE 2:

To make this, it took me 4 months precisely, while re-reading STL for 3 times, and making this doc🙏😭

Yours sincerely,

Muaaz.